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The Game of Checker pool.

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THE GAME OF

CHECKER POOL

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Directions for Playing.

1.—Forty-six checkers are used: twenty-three of one color, and twenty-three of another. These checkers are numbered from one to twenty-three, respectively.

2.—Each player will place his checkers on the squares, the same as in the old game of checkers (only there are a greater number), leaving the corners vacant.

3.—Move and jump as in checkers, except that you cannot move or jump across the centre square. This square is called POOL.

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4.—In order to get a King, move into either of your opponent's corners: and when you have done so, turn you checker over, number down. You then move your King as in checkers.

5.—To pool, move and place one of your Kings in the centre square, with the numbered side uppermost; and leave it there until your opponent wishes to place one there, or compels you to take yours out. This is done by his moving two of his Kings into the squares next to the centre square, and then he can put one of his Kings in the centre.

If you feel inclined to pool again, move your Kings as before, and compel your opponent to vacate.

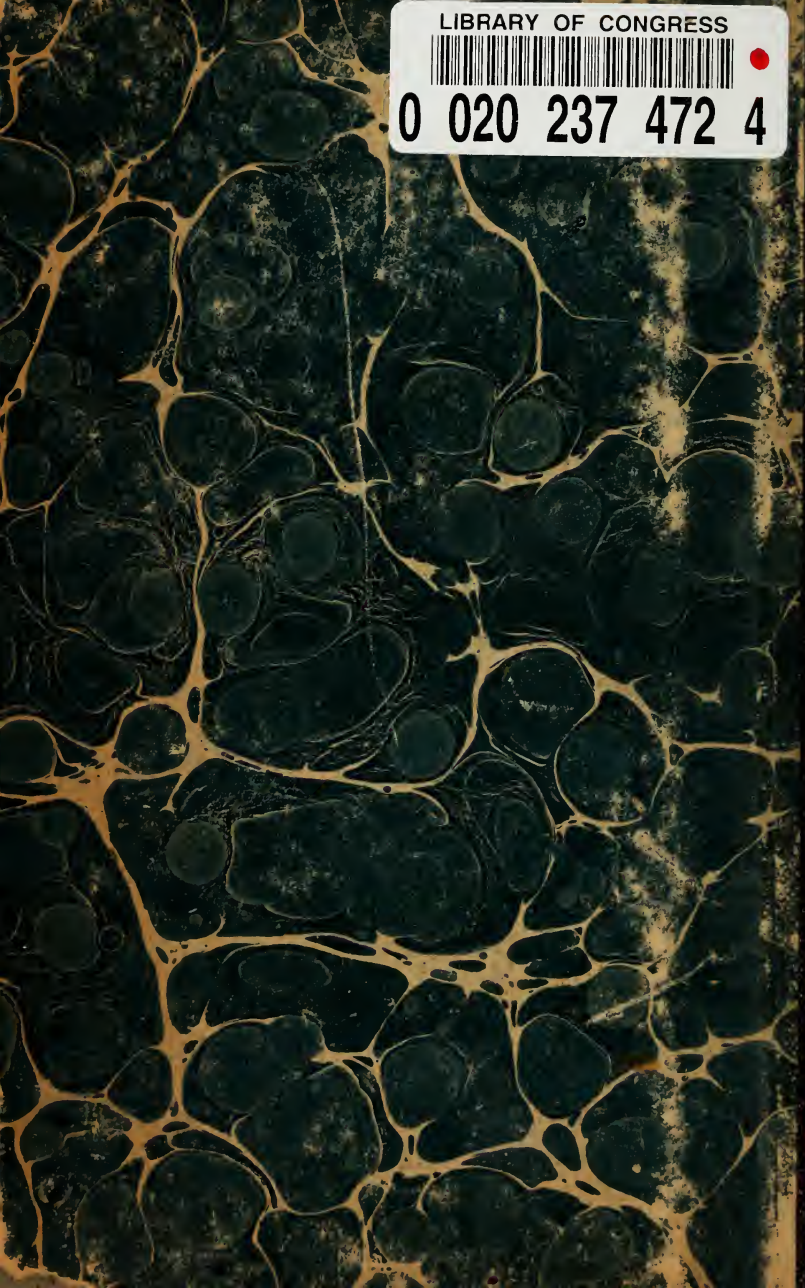
6.—Every King put into pool counts double its number.

7.—All checkers moved into the three middle squares of the Kings, now must be taken off, and counted in favor of the player to whom they belong.

8.—At the close of the game count the numbers, and the player having the greatest number, is the winner.

9.—It is not necessary to move into pool except in a closely contested game.

Remarks.—It will be perceived that the player who defeated his opponent, as in the old game of checkers, would many times not be the victor. In this game you may accomplish his defeat in that way, but, still you are not the victor, unless the numbers on your checkers exceed his in amount. Therefore, it is very necessary that you should particularly guard your own large numbers, and, to take as many as possible of your opponent's.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